NEW WORLD COMPUTING

キツネのリフと仲間のオック、イーアたちの運命を決める冒険の旅へ。インヘリット・ジ・アースがあなたを美しい地球の世界へと誘います！

Inherit the Earth

Quest for the Orb

インヘリット・ジ・アース　星のオーブ

the Dreamers Guild

STARCRAFT
Inherit
The
Earth
CD
Copyright © 1994 The Dreamers Guild
Inherit the Earth is a trademark of New World Computing, Inc.
インヘリット・ジ・アースis a trademark of STARCRAFT, Inc.

CD-ROM
COMPACT
disc
Inherit
the Earth
Quest
for the
Orb
STARCRAFT
PC-9821
NEW WORLD COMPUTING INC
Copyright © 1994 The Dreamers Guild
Inherit the Earth is a trademark of
New World Computing,Inc
インヘリット・ジ・アースは
trademark of STARCRAFT Inc
SC-95001
インヘリット・ジ・アース 星のオーブ

Inherit the Earth

ある日、嵐のオーブが盗まれ、
リフにその疑いがかけられます。
その真相をつかむため、
彼に与えられた時間はごくわずか。
あなたはリフたちとともに
ワイルドランズを冒険し、
敵地を通過して
最後には伝説めいた
人間の遺跡へと
向かっていきます。

- 美しい背景画とキャラクターの細かいアニメーション
- 迷路や、はめ絵等の様々なパズルシーン
- インタラクティブな会話による物語の進行
- オープニングでは英語版の音声をそのまま採用、様々なキャラクターの雰囲気を実感できます（PCMサウンド再生可能時）

対応機種

●PC-9821MULTi/MATE及びA/Xシリーズ/CanBe ※Xシリーズは音源ボードPC-9801-86必要。

仕様

●MS-DOSバージョン5.0以上
●要マウス
●ハードディスク対応版のみハードディスクドライブ必要、空き容量約15Mバイト以上
●CD-ROM対応版のみCD-ROMドライブ必要、2倍速以上のCD-ROMドライブ推奨
●CPU
メインメモリ　640kバイト
拡張メモリ　■ハードディスク対応版・・・1Mバイト以上
（PCMサウンドを再生する場合は、2Mバイト以上）
■CD-ROM対応版・・・2Mバイト以上
80486SX　25MHz以上のCPU推奨

※起動用として3.5インチ2HDのブランクディスクが1枚必要です。

Copyright © 1994 The Dreamers Guild.
Inherit the Earth is a trademark of New World Computing, Inc.
インヘリット・ジ・アースは STARCRAFT, Inc. の trademark です。

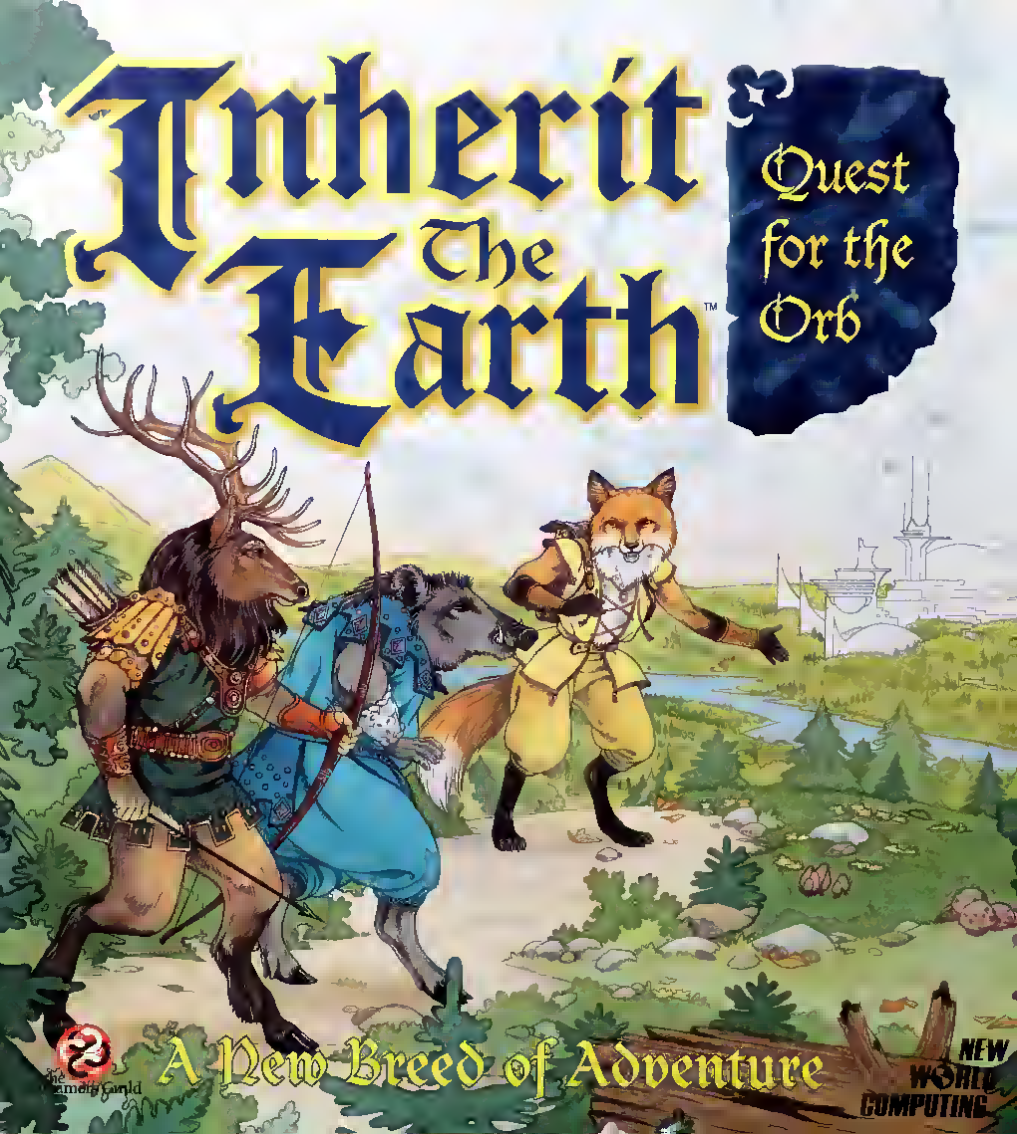
T4988702061290

STARCRAFT 株式会社スタークラフト
〒365 埼玉県比企郡滑川町羽尾字羽
春林公園前駅　TEL 0493-56-3658

¥9,800(税別)

Inherit The Earth™

Quest for the Orb



A New Breed of Adventure

NEW WORLD COMPUTING

Inherit the Earth™

Inherit the Earth is a trademark of New World Computing, Inc. New World Computing is a registered trademark of New World Computing, Inc. All other brand names and trademarks are the property of their respective holders.

Installing *Inherit the Earth*

Inherit the Earth diskette version requires 15,000,000 bytes free on your hard drive. *Inherit the Earth CD-ROM* version requires 1,000,000 bytes free on your hard drive. The diskette version requires an Expanded memory manager such as EMM386.EXE with 960,000 bytes of free Expanded (EMS) memory, and, depending on your memory configuration, may require as much as 589,000 bytes of conventional memory.

Insert *Inherit the Earth CD-ROM* into your computer's CD-ROM drive or *Inherit the Earth* Disk #1 into your computer's floppy drive. Then, type the letter of the drive and a colon (i.e. A: or B:) and press **Enter**.

Type **INSTALL**, then press **Enter**. NOTE: If you are unsure about any of your installation choices, just press return to accept the default settings, and you can always rerun the Install program and change your settings.

When the Install program begins, it will ask for a path name. You may use the default (C:\ITE) by pressing **Enter**, or create your own.

Next, the Install program will ask you for your music and speech configuration. It will display an asterisk (*) next to a detected sound device. Select the desired sound and music configuration for your computer.

The Install program will then ask if you wish to use the current configuration. Type **Y** if the current settings match your desired configuration.

The Install program will begin installing *Inherit the Earth* to your hard drive. If you are installing from diskettes the Install program will ask for the next disk when ready.

When installation is complete, the program will exit into the subdirectory in which *Inherit the Earth* was installed. Type **ITE** then press [**Enter**] to begin playing. To change the User Preferences, go to the ITE Directory and type **Install**.

If there are any errors, the Install program will report them. If you have any questions about installing *Inherit the Earth*, contact our Technical Support at (818) 889-5650 from 9am - 12 noon or from 2pm - 5pm Mon - Fri PST.

A mouse is necessary to play *Inherit the Earth*. The left mouse button controls most of the choices the player will make. The right mouse button will perform the most logical choice for the object you are clicking on.

Command Screen

The bottom center of the screen is the Command Screen, which displays the eight different choices available to the player. They are:

Talk To. Instructs the central character to speak with another character.
Look At. Allows the player to Look At various objects.
Give (X) to (Y). Allows the central character to give an object to another character.
Use. Allows the player to use an item on the screen or in inventory.
Open. Opens objects that can be opened.
Close. Closes objects that can be closed.
Walk To. Causes the central character to walk to any location on the Action Screen.
Pick Up. Causes the central character to pick up an object on the Action Screen.

Commend Screen Keys

Each action button is selected by pressing the first letter of the button.

w	for Walk to	**u**	for Use
l	for Look at	**g**	for Give
t	for Talk to	**o**	for Open
p	for Pick up	**c**	for Close

The **TAB** key brings up the Options Screen.

Option Screen

The following options may be accessed through this screen:

Reading Speed. Controls text reading speed. Slow, Medium, Fast, and Click.
Music. Controls volume levels of all game music.
Sound. Same as above, except this command affects sound effects and voices.
Continue Playing. Returns to game.
Quit Game. Returns to DOS.
Save. Saves the game. You are allowed up to 80 saved games.
Load. Loads the highlighted save game.

Option Screen Keys

When in the Option Screen, the available keys are:

Esc	continue playing game	**q**	Quit Game Dialog Box
r	adjust Reading speed	**m**	turn Music play on and off
l	brings up Load Dialog Box	**n**	for Sound effects on and off
s	brings up Save Dialog Box		

Rules for Saving and Loading a Game

To load a saved game, click the name of the saved game you want, then click the Load Button. If you click the Save Button, the game you selected will be replaced with the current game. You can change the name of the game at that time.

Quit Dialog Box Keys

In the Quit Game Dialog Box use:

Esc	Return to the Options Screen	**q**	to Quit out of the game

Note: Your latest game is **NOT** automatically saved when you quit.

The ESC Key

If a very long dialog or other very long action is occurring where you must wait for what seems like forever, and the pointer is not on screen, press the **ESC** key to bypass the delay.

Inherit the Earth
Quest for the Orb
Mac CD-Rom
NEW WORLD COMPUTING

Inherit the Earth™

Quest for the Orb

- Stores of Interactive Conversations
- Multiple 3-D Scrolling Maps
- Dozens of Challenging Puzzles
- Simple Point and Click Interface
- Cinematic Full Screen Animation
- Terrific Musical Scores and Sound Effects

Join Rif the fox and his companions Okk and Eeah on the adventure of YOUR life! Inherit the Earth will transport you to a world of beauty and intrigue... Earth! The Orb of Storms has been stolen, and Rif is accused. You have only days to help Rif get to the bottom of the mystery of the missing Orb. Your journey takes you to the Wild Lands, through hostile territories and ultimately to the ancient ruins of the legendary Humans.

NEW WORLD COMPUTING

Software © 1994 The Dreamers Guild
All other materials © 1994 New World Computing, Inc. Inherit the Earth is a trademark of New World Computing. New World Computing and its distinctive logo are registered trademarks of New World Computing, Inc.
All rights reserved. IBM screens shown. Actual screens may vary.

The Dreamers Guild

PENDING RATED GA General Audiences Join to the whole family

MADE IN U.S.A.